

c) determining by ~~players of~~said at least one player whether to rate that ~~the player's~~a combination of said at least one player's cards will beat a combination of dealer's cards and placing a first stake; based on said determining;

d) distributing by the dealer to each player who has placed the first stake, five cards from ~~said at least 2 packs of cards~~more than one pack of cards, all face upwards and one card face upwards to the dealer;

e) making a decision by each of said ~~player~~players who has placed the first stake, ~~basing~~based on the combination of ~~player's~~said player's cards, whether to forfeit ~~the~~said stake or to continue the game by placing a second stake;

f) taking by the dealer four more cards face upwards and determining whether the dealer has ~~the a~~a necessary combination of cards that equals or exceeds ~~the a~~a minimum predetermined rank for the continuation of game; wherein

g) if the dealer fails to have the ~~required~~necessary combination of cards, the dealer paying the first stake and completing the cycle of the game;

h) if the dealer does have the necessary combination of cards for the continuation of the game, the dealer comparing each player's combination of cards with the dealer's, based on said list of ranking game combinations; wherein if the game combination of the dealer is higher than that of the player, the dealer wins and collects the first stake and the second stake, if the game combination of the player is higher than that of the dealer the player wins and the dealer pays the first stake at a predetermined fixed rate, and the second stake is paid according to the preset scale of payments for the ranking list of game combinations and ~~the cycle~~cycles of the game is which have been completed.

2. (Currently Amended) The method according to claim 1, further comprising, if a decision is made at the step (e) to continue the game, buying by the at least one player a sixth card for a sum equal to the first stake and then making a choice to forfeit said stake or to continue the game based on analysis of the opportunity to form a better five-card combination of the available six cards.

3. (Currently Amended) The method according to claim 1, comprising using the following list of ranking game combinations corresponding to the use of said ~~at least two packs~~more than one pack of cards consisting of 52 sheets:

Royal Flush - five cards of one color ~~under the~~in face value order from an ace,

Straight Flush - five cards of one color ~~under the order from king and lower~~and five face values in order,

Poker - five cards of one face value,

Four of a Kind - four cards of one face value,

Full House - three cards of one face value and two cards of ~~one a~~second face value,

Flush- five cards of one color and five face values not ~~under the~~in order,

Straight- five cards of different colors ~~under the~~in face value order,

Three ~~cards of a~~ Kind - three cards of one face value,

Two pair - two cards of one face value ~~+and~~and two cards of ~~another a~~second face value,

Pair - two cards of one face value,

Empty - absence of any of higher the listed combinations.

4. (Currently Amended) The method according to claim 1, wherein, at step (h), the predetermined fixed rate of paying the first ~~stake-stake~~ by the dealer is 1:1.

5. (Currently Amended) The method according to claim 1, further comprising, at step (f), while making a decision to continue the game and before making the second stake, placing by the player a stake "insurance" that the dealer having a combination of cards lower than the necessary minimum combination for continuation of the game, wherein, at step (g), if the dealer does not have the minimum game combination, the dealer paying the first stake and the stake "insurance" at ~~the appropriate a~~ predetermined rate and completing the cycle of the game; and if the dealer has said minimum game combination, collecting the stake "insurance" by the dealer and continuing the game by comparing each player's combination of cards with the dealer's ~~basing-based~~ on said list of ranking combinations of cards.

6. (Currently Amended) The method according to claim 1, comprising providing at stage (a) ~~at least six~~ packs of cards of 52 sheets.

Please add the following new cliams:

7. (New) A method of playing a card game, involving a dealer and at least one player, comprising the steps of:

- a) providing more than one pack of cards;
- b) providing a list of ranking game combinations corresponding to a use of said packs of cards;
- c) determining by said at least one player whether to rate that a combination of said at least one player's cards will beat a combination of dealer's cards and placing a first stake based on said determining;
- d) distributing by the dealer to each player who has placed the first stake, five cards from said more than one pack of cards, all face upwards and one card face upwards to the dealer;

e) making a decision by each of said player who has placed the first stake, based on the combination of said player's cards, whether to forfeit said stake or to continue the game by placing a second stake;

f) taking by the dealer four more cards face upwards and determining whether the dealer has a necessary combination of cards that equals or exceeds a minimum predetermined rank for the continuation of game; wherein while making a decision to continue the game and before making the second stake, placing by the at least one player a stake "insurance" that the dealer having a combination of cards lower than the necessary minimum combination for continuation of the game, wherein

g) if the dealer fails to have the necessary combination of cards, the dealer paying the first stake and completing the cycle of the game, wherein if the dealer does not have the minimum game combination, the dealer paying the first stake and the stake "insurance" at a predetermined rate and completing the cycle of the game; and if the dealer has said minimum game combination, collecting the stake "insurance" by the dealer and continuing the game by comparing each player's combination of cards with the dealer's based on said list of ranking combinations of cards; and

h) if the dealer does have the necessary combination of cards for the continuation of the game, the dealer comparing each player's combination of cards with the dealer's, based on said list of ranking game combinations; wherein if the game combination of the dealer is higher than that of the player, the dealer wins and collects the first stake and the second stake, if the game combination of the player is higher than that of the dealer the player wins and the dealer pays the first stake at a predetermined fixed rate, and the second stake is paid according to the preset scale of payments for the ranking list of game combinations and the cycle of the game is completed.

8. (New) A method of playing a card game, involving a dealer and at least one player, comprising the steps of:

- a) providing more than one pack of cards;
- b) providing a list of ranking game combinations corresponding to a use of said packs of cards;

c) determining by said at least one player whether to rate that a combination of said at least one player's cards will beat a combination of dealer's cards and placing a first stake based on said determining;

d) distributing by the dealer to each player who has placed the first stake, five cards from said more than one pack of cards, all face upwards and one card face upwards to the dealer;

e) making a decision by each of said player who has placed the first stake, based on the combination of said player's cards, whether to forfeit said stake or to continue the game by placing a second stake;

f) taking by the dealer four more cards face upwards and determining whether the dealer has a necessary combination of cards that equals or exceeds a minimum predetermined rank for the continuation of game; wherein

g) if the dealer fails to have the necessary combination of cards, the dealer paying the first stake and completing the cycle of the game;

h) if the dealer does have the necessary combination of cards for the continuation of the game, the dealer comparing each player's combination of cards with the dealer's, based on said list of ranking game combinations; wherein if the game combination of the dealer is higher than that of the player, the dealer wins and collects the first stake and the second stake, if the game combination of the player is higher than that of the dealer the player wins and the dealer pays the first stake at a predetermined fixed rate, and the second stake is paid according to the preset scale of payments for the ranking list of game combinations and the cycle of the game is completed;

i) discarding the cards being used in the completed cycle and repeating the steps (c) through (h) with the available cards.

REMARKS

In response to the above-noted Office Action, Applicant has amended claims 1-6 and added claims 7 and 8 responsive to the rejection of record.